

4^o Newsletter

03rd May 2023

INTRODUCTION

We have come to the 4th and penultimate Newsletter of our project to tell you about the activities carried out from August 2022 to April 2023. These have been months of intense work, where each partner has set up the necessary materials for the realization of our digital platform dedicated to professionals who want to go in-depth into e-learning opportunities such as collaborative environments and gamification, and design effective and compelling VET online courses.

Since the start date of i-Content, many things have changed under the Covid-19 push. The post-pandemic e-learning welcomes so many people, in the world, who have taken advantage of this long stop to resume studying, training, specializing. And if this has been possible, it is precisely because of the infinite possibilities that technology makes available to us.

Let's face it, the two climactic years of the Covid-19 pandemic have not been easy for anyone. At the same time, however, for many, it has been a period of rediscovery and rebirth in which, at last, we have had the opportunity to devote ourselves to something else, to delve into passions long shelved. The consequence has been a boom in enrollment in e-learning platforms: demand for online courses has exploded, causing public and private companies to structure themselves to respond with qualified and even international offerings, moving toward informal, interactive, modern educational and collaborative environments in which the student is left free, indeed incentivized to express himself.

With this in mind, we brilliantly completed the first three outputs of the project - IO1: the i-CONTENT DESIGN guide; IO2: the i-CONTENT toolkit INTERACTIVITY; IO3: the i-CONTENT toolkit GAMIFICATION. Then we focused on IO4 (the structure of i-CONTENT online course, e.g. modules, design, interactivity in chapters, quizzes); IO5 (i-CONTENT platform), continuing dissemination and communication activities through the official website, Facebook and the partners' digital channels.

INTRODUZIONE

In order align our effort to the changing context, we run trends such as:

- Micro, or education in a nutshell. The world is moving fast, and even education seems to want to adapt, perhaps more out of necessity than desire. Here, then, even lessons become micro: short videos, short notions. Video content is the highest rated in supporting organisations throughout the COVID-19 crisis to date, closely followed by curated content.
- Social, or fluid teaching. A continuous exchange between teacher and users, where you leave the classroom, real or virtual, and even roles are no longer defined. You take turns being one or the other, sharing knowledge, experiences and skills. It is more important to integrate digital learning into other corporate platform.
- Informal, i.e., outside the rigidity of frontal, classroom-based, teacher-led teaching. As people get used to working remotely and in virtual teams, collaboration is becoming a key priority: online platforms support horizontal and asynchronous collaboration.

Following our proposal, partners managed the 3rd and the 4th Transnational project meetings: in London (UK), September 6th, 2022; in Larissa (GR), March 20th and 21st, 2023.

3° Meeting in London



On 2022, September 6th, partners were hosted by RINOVA in London: its headquarter is in the Canary Wharf business district, one of the main financial and futuristic centres in the United Kingdom and the world. During the meeting, all IOs were reviewed to be consistent with the qualitative and quantitative indicators selected to monitor project progress and results:

- Proofreading of IO2 and IO3 materials.
- Delivery of IO4 materials by partners.

Lastly, partners agreed on scheduling tasks in 2023:

- Starting Pilot activities in the 5 partner countries.
- Translating in 5 languages the online Moodle course.
- Scheduling consortia meetings (Online Meeting in November 22th; 4th Transational Meeting in Greece and Final Event in Poland).

4° Meeting in Larissa



On 2023, March 21st, partners were hosted by BEE Group in Larissa. Agenda items ideally took stock of the previous meeting and started with a revision of:

- IO4 – A toolkit for the gamification of an online course content. The English version is ready, and the partner language versions will be ready as soon as the partners provide translations of the content.
- IO5 - The i-Content platform has been prepared as interesting as possible, sound and animations have been added, the amount of texts on the slides has been adjusted. The presentations are played automatically, but manual navigation is possible using the buttons at the bottom of the presentation.

Then, partners scheduled last tasks to deliver:

- The pilot phase will be carried out in April-May 2023. Each partner must carry out a pilot with 25 participants and the evidence of their conduction will be a report provided by each partner.
- All Multiplier Events must be completed by the end of the project, as soon as the pilots are completed.
- The Final event in Radom, Poland, will take place on May 2023.

WORKING ON IO5 - THE I-CONTENT PLATFORM

We're in the middle of a transition: traditional e-learning shows signs of waning both in terms of adoption but significantly in terms of perceived success. Bespoke e-learning, off-the-shelf courses and blended learning are all reported to be less successful. Whilst so-called learning experience platforms (LXPs) and collaborative learning specialist platforms are rated as the most successful systems after – predictably – virtual classrooms.

There are thousands of Open Source software and tools to choose from in order to create interactive content without the need of costly software, and infrastructure or coding. Even so, converting course materials to online digital interactive courses can be time consuming since a trainer needs to research for the right tools/software in a vast market of free or low cost open source software, evaluate them, master their usage and then transform the content into a digital interactive content.

To support trainers (who may also not be very ICT literate), we are working on our last Deliverable (IO5): the i-CONTENT platform which will serve as “all inclusive” learning experience platform to develop online interactive gamified courses. The i-Content platform includes a complete guide on how to design an online course, 2 toolkits with a wide variety of possible tools, training manuals and guidelines on how to make the course interactive and gamified, an Forum and FAQ section. In the incoming weeks, the platform will be tested by professionals and experts for scientific validation and quality assurance.

Visit the i-CONTENT project [website](#) and follow our [Facebook page](#).

#staytuned!

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This project has been funded with support from the European Commission. The publication [communication] reflects the views only of the author and the Commission cannot be held responsible for any use which may be made of the information contained therein.